

GOD IS MYTH MAN IS MEAT

1.2 / May 2017 / Nekith - Errant Works
http://errant-works.com/tabletop
Warframe X Wilderness of Mirrors x Ghost/Echo
Creative Commons attribution (CC BY 4.0)

you're geists, mortal vessels imbued with the essence of an immortal.
you have a mission. it is the ring's will. it must happen. it will happen.
you do not fear harm, death, killing or the unknown. not even the void.
you fear the ring. you fear the gods that carved you for them to instill.



SETTINGS

INDUSTRIAL CITY
DEEP FOREST
DESERT
ICE WASTELAND
SPACE
SEA

PLACES

BATTLEFIELD
CARRIER
INDUSTRIAL COMPLEX
LABS
FORTRESS
OUTPOST
SHIPYARD
STATION

OBJECTIVES

ASSASSINATE, BREACH, HACK, STEAL,
DESTROY, RECOVERY, INTERCEPTION,
CAPTURE, DEFENSE, RESCUE

FACTIONS & FOES

EMPIRE: (1-2) **TROOPER**, (3-4) **WARDEN**, (5-6) **BOMB**, (7-8) **SNIPER**, (9-0) **DRONE**
HELL: (1) **HOUND**, (2) **IMP**, (3) **PROWLER**, (4) **HARVESTER**, (5) **DAMNED**, (6) **LASHER**
MERCENARIES: (1-2) **CREWMAN**, (3-4) **LANCER**, (5-6) **SCORCH**, (7-8) **BOMBARD**, (9-0) **DRONE**
SWARM: (1-2) **LEAPER**, (3-4) **CRAWLER**, (5-6) **BOILER**, (7-8) **BROOD MOTHER**, (9-0) **LURKER**
VOID: (1-2) **NULLIFIER**, (3-4) **VOID WALKER**, (5-6) **PICK A GEIST** ➔ **DOPPEL**, (7-8) **ARCHON**
WRAITH: (1-2) **SPECTRE**, (3-4) **NIGHTMARE**, (5-6) **SHADE**, (7-8) **PICK A FOE** ➔ **HAUNTED**

GODS

THE BANSHEE
THE BETRAYER
THE JUDGE
THE KEEPER
THE SHIFTER
THE TRICKSTER

PROGRAMS

ENFORCER: attack 2 targets with ranged noisy
INFILTRATOR: ranged stealth attack
OPERATOR: hack a console to turn alert off
SLASHER: attack **GROUND**/**AERIAL** with **move**/**move**
WATCHER: sense enemies location in a room

ACTIONS

DASH: **ADVANCE**, **GROUND**
DIVE KICK: **STAGGER**, **AERIAL**
AIR JUMP: **ASCEND**, **AERIAL**
WHIRL: **ADVANCE**, **AERIAL**
WALL RUN: **ASCEND**, **ADVANCE**
WALL HOOK: **ASCEND**, **STEADY**
WALL GRAB: **STEADY**, **AERIAL**
VAULT: **STAGGER**, **GROUND**
SLASH: melee stealth attack
SHOOT: ranged noisy attack
TRACK: find all enemies in a room
POWER: use a shard, create manifestation of your god's power
CONSUME: extract a shard from dead ELITE
HACK/CAPTURE/BREACH/OPERATE

LAYOUTS

depending on the setting, a place can contain 1 to 4 rooms. a room must be advanced 1 to 3 times by each geist.

TIME

- phase: number of geists at mission start.
- each geist's turn, time increments by 1.
- every phase turns, enemies can act.
- every 2 phase turns, each geist gets a fatality token.

MOVEMENT

- if a geist fails a move in the same room as an enemy, this enemy becomes alerted and target him.

SHARDS

- each geist starts with 3 shards.



TURN

a turn is a chain of actions.
you have 6 of mastery at the start of a turn.
MODIFIERS
good at it (god/program): +1.
situational advantage: +1.
constrained: -1.

d8 + mastery
1-2: no and...
3-4: no but...
5-6: yes but...
7+: yes and...

... narration
GM
player
GM
player

effect
turn stopped
chained action, mastery -2
chained action, mastery -1
acting player can chain action

SETUP

- each player picks a god and a program.
- players and GM pick a setting and a faction.
- each player picks a objective related to its geist.
- players and GM pick a starting place.
- time is set to 0, alert is off.
- mission begins.
- a first geist takes a turn, then clockwise order.

WHAT COULD HAPPEN?

- objectives are in several places.
- another faction shows up.
- part of the faction has merged with another.
- geists must cross a void threshold to another place.
- after consideration, a god is not happy.

FATALITY

- to lose a fatality token, you must take down the result of a roll by 1 tier (ex: "yes but..." becomes "no but...").
- at 3 tokens, the meat becomes ashes.

ENEMIES & ALERT

- only alerted enemies act.
- if an enemy does not have a target, pick a random geist.
- each enemy give a malus of 1 to its target's mastery next turn.
- these maluses goes away next time enemies can act.
- if an enemy acts when the alert is off and its target is not in the room anymore, it triggers the alarm.

EFFECTS

ADVANCE: advance by 1 in the current room
ASCEND: overcome a physical obstacle
STEADY: +1 for the next action this turn
STAGGER: pass an enemy's effect this turn
AERIAL: evade **GROUND** enemies
GROUND: evade **AERIAL** enemies
✧: must be attacked twice to die
✦: can't be killed
✕: inflict constrained to a geist before acting

